

C1

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;  
based on a percentage of bits that are on in respective portions of the bit map, determining luminances for corresponding pixels; and  
displaying the character in the region having the particular number of pixels, the pixels being displayed with the determined luminances.

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Sub 51

C2

15. (Amended) A system for displaying a character, the character to be displayed within a region of a display having a particular number of pixels, the system comprising:  
logic that renders a bit map corresponding to a vector representation of the character;  
logic that causes the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein various bits in a respective portion of the bit map correspond to a pixel; and  
among the various bits that correspond to the pixel, different bits correspond to different locations on the character;  
logic that, based on a percentage of bits that are on in respective portions of the bit map, determines luminances for corresponding pixels; and  
logic that causes the character to be displayed in the region having the particular number of pixels, the pixels having the determined luminances.

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C3 Sub 52

30. (Amended) A method for displaying a shape, the shape to be displayed a particular

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size on a display, the method comprising:

requesting a bit map rendering of the shape in which the shape has a size larger than the particular size, wherein

various bits in a respective portion of the bit map correspond to a pixel; and among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

based on a percentage of bits that are on in respective portions of the bit map, determining luminances for the corresponding pixels of a rendering of the shape on the display having the particular size; and

displaying the shape on the display in the particular size with the pixels the determined luminances.

39. (Amended) A television system comprising:

electronics for displaying images on a display in response to a television signal; and logic for displaying a character, the character to be displayed within a region of the display having a particular number of pixels, the logic comprising:

logic that renders a bit map corresponding to a vector representation of the character;

logic that causes the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel;

and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;  
 logic that, based on a percentage of bits that are on in respective portions of the bit map, determines luminances for corresponding pixels; and  
 logic that causes the character to be displayed in the region having the particular number of pixels, the pixels being displayed on the display in response to the determined luminances.

50. (Amended) A computer program product for displaying a character, the character to be displayed within a region of a display having a particular number of pixels, the computer program product comprising:

a computer usable medium having computer readable program code means embodied in the medium, the computer readable program code means having:

computer readable program code means for rendering a bit map corresponding to a vector representation of the character;

computer readable program code means for causing the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

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computer readable program code means for, based on a percentage of bits that are on in respective portions of the bit map, determining luminances for corresponding pixels; and

computer readable program code means for causing the character to be displayed in the region having the particular number of pixels, the pixels having the determined luminances.

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56. (Amended) A system for displaying a character, the character to be displayed within a region of a display having a particular number of pixels, the system comprising:  
logic that renders a bit map corresponding to a vector representation of the character;  
logic that causes the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein various bits in a respective portion of the bit map correspond to a pixel;  
and  
among the various bits that correspond to the pixel, different bits correspond to different locations on the character;  
logic that, based on a percentage of bits that are on in respective portions of the bit map, determines an attribute for corresponding pixels; and  
logic that causes the character to be displayed in the region having the particular number of pixels, the pixels being displayed on the display having the determined attributes.